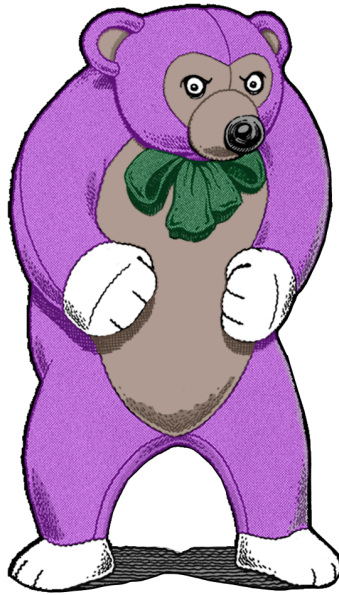




PLUSH GOLEM

Plush golems are constructs crafted to look like large stuffed animals. They can take a wide variety of shapes and come in many different colors, however, one thing always remains true. If anyone should threaten their owner, there will be hell to pay.

The Gift That Keeps Giving. Plush golems are every parent's worst nightmare. They are typically given as gifts to young children, usually by obnoxious aunts or uncles. Plush golems seem like ordinary stuffed animals at first to most, but eventually reveal their animated state of being to the children who own them. As most children tend to treat their toy animals more like live creatures than playthings, it can become extremely frustrating for some parents as the child insists that the toy be allowed to eat at the dinner table, go along on outings, and take part in other family activities.

Artisanal Playthings. Plush golems are finely crafted stuffed animals and may be formed from velvet, cotton, or wool. They are usually stuffed with cotton batting, but are sometimes partly filled with dried beans. They may be created in realistic colors to represent a real bear, panda, lion, or tiger, or they may be fabricated into fantastic creatures such as pink elephants, purple rabbits, or lime green monkeys.

Fierce Guardians. While they are built to be soft and friendly, if the owner of a plush golem is ever threatened, the creature will spring into action and fight mercilessly to defend its master. Plush golems are often an unforeseen line of defense against would-be burglars, kidnappers, or other criminals. This makes them an ideal

companion for children born into noble houses as they provide more protection than a mere body guard, and are often underestimated as simple toys.

Plush Golem

Large construct, unaligned

Armor Class - 14 (natural armor)

Hit Points - 95 (10d10 + 40)

Speed - 30 ft.

STR 18 (+4)

DEX 7 (-2)

CON 18 (+4)

INT 5 (-3)

WIS 12 (+1)

CHA 16 (+3)

Damage Resistances piercing, and slashing from nonmagical attacks not made with adamantine weapons

Damage Immunities bludgeoning, poison, psychic

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned

Senses darkvision 60 ft., passive Perception 11

Languages understands the languages of its creator but can't speak

Challenge 5 (1,800 XP)

Proficiency Bonus +3

Traits

False Appearance.

While the golem remains motionless, it is indistinguishable from a normal stuffed animal.

Guardianship.

The golem is incapable of attacking a child. The definition of what constitutes a “child” can change from one race to another, but for the sake of this trait the definition of child is the same as what its creator considers a child.

Immutable Form.

The golem is immune to any spell or effect that would alter its form.

Magical Resistance.

The golem has advantage on saving throws against spells and other magical effects.

Actions

Multiattack.

The creature makes two slam attacks

Slam.

Melee Weapon Attack: +7 to hit, reach 5 ft., one creature.

Hit: 13 (2d8 + 4) damage.

Innate Spellcasting.

The golem's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

- At will: *feather fall*, *light*

Reactions

Interpose.

When a creature makes an attack against a target that is within 5 feet of the golem, it can use its reaction to impose disadvantage on the attack roll. If the attack still hits, the original target takes no damage and the golem takes all the damage instead.